NES-SX-USA

KUNG FU*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo® Entertainment System™ Kung Fu* Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Kick, jump and punch your way to victory; Knock-out the knife thrower. Stop the stick fighter, and trip-up the evil Tom Tom Brothers in this action-packed martial arts contest. Beat your opponents and rescue the fair Sylvia who's held captive on the top floor. Just when you think you've got your enemies licked, there's always a Giant, a Snake or a Fire-breathing Dragon to contend with in Kung Fu!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

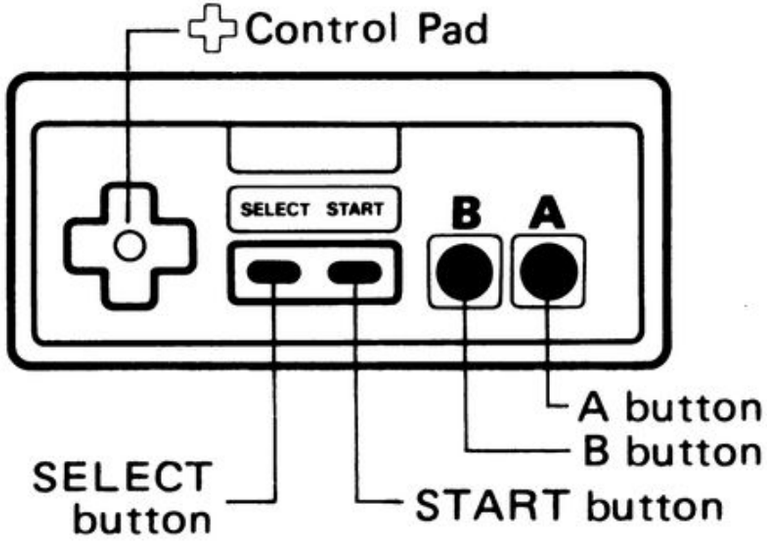
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

Nintendo of America, Inc.
*©1984 IREM CORP. ©1985 Nintendo

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

Controller 1/Controller 2



A button

He punches.

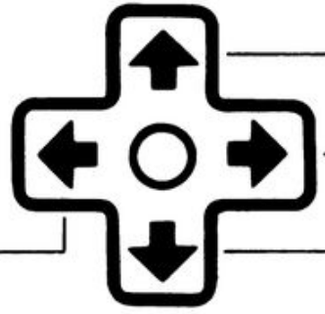
B button

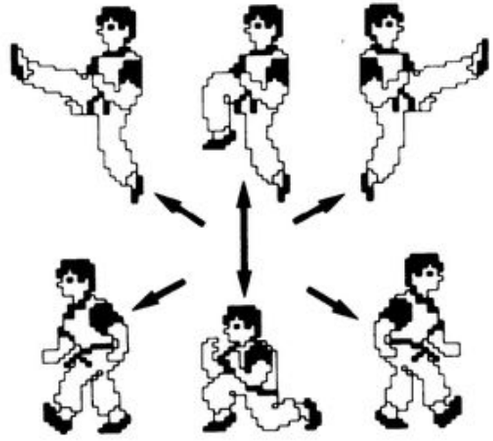
He kicks.

By operating buttons A and B, and pressing the ✣ control pad quickly when Thomas is caught you help him get away from the enemy.

✣Control pad

Moves Thomas.





* Quickly pressing the top of the ✣ control pad while Thomas is moving left or right will cause him to fly diagonally.

SELECT button

When this button is pressed, the dagger mark (⊩) moves. Line the mark up with the game you wish to play.

START button

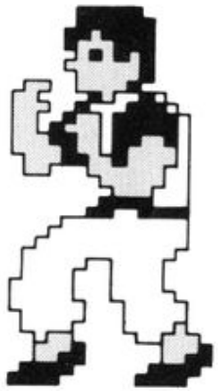
Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

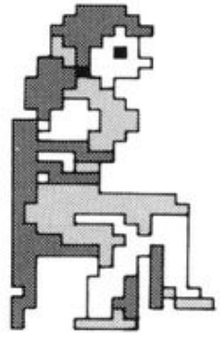
* Game A is designed for beginners and game B for experts.
* If either the START or the SELECT button is pressed during the demonstration sequence, the game menu returns to the screen.
* There are separate TOP SCORE displays for games A and B.
* The TOP SCORE disappears once the power switch is turned off.

Characters



(THOMAS)

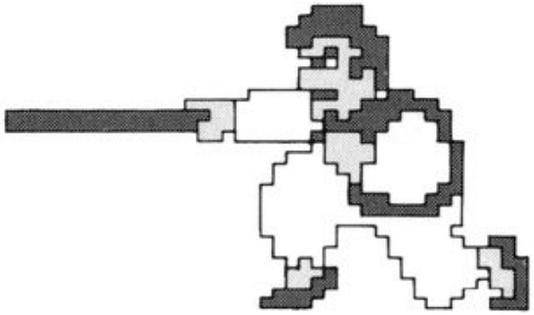
A steely Kung Fu expert, he has mastered the art of powerful punches, sharp kicks and well-timed jump kicks. The player must decide which techniques to use and when.



(SYLVIA)

Captured by the mysterious gang "X", she is being held captive at the top of their castle. She feverishly awaits her rescue by Thomas.

(The Enemies)



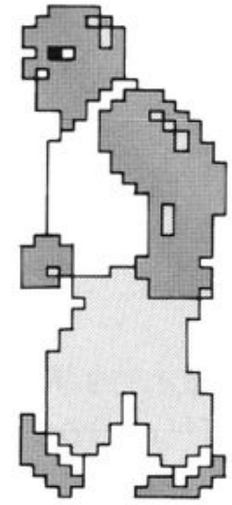
Stick Fighter (1st Floor Boss)

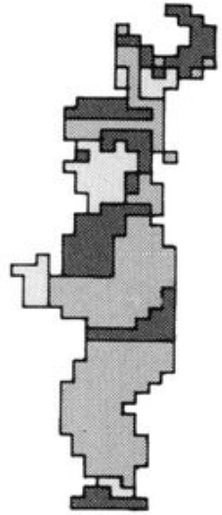
Dangerous to approach unprepared as he whirls his stick around . .2,000 pts.

Giant (3rd Floor Boss)

As strong as Hercules. His movements are slow but his power is enormous. Watch out for that killer punch!

. . . . . .3,000 pts.



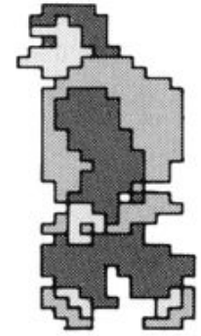


Boomerang Fighter (2nd Floor Boss)

He throws boomerangs. Work out the flying pattern of the boomerangs . . . . . .3,000 pts.

Black Magician (4th Floor Boss)

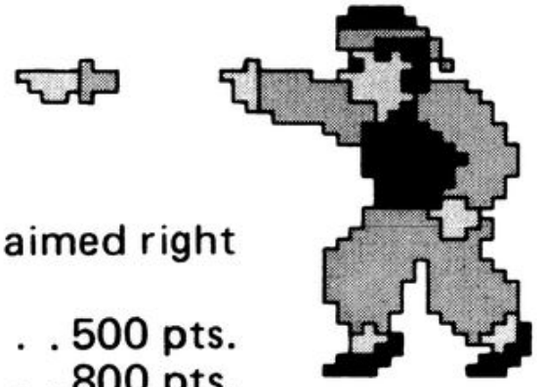
He can grow back parts of his body and perform other amazing tricks. He can even grow another head when severed. Just what kind of attack will work on him? . . . . . .5,000 pts.



The Gang Leader, Mr. X (5th Floor Boss)

Master of all the martial arts, he's the strongest man in the castle. As he uses all techniques, fighting with him is a deadly contest.

. . . . . 10,000 pts.



Knife Thrower

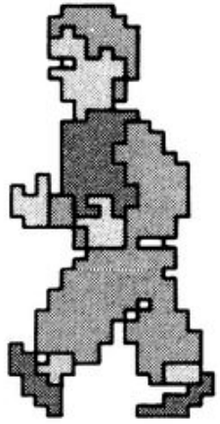
He throws knives aimed right at Thomas.

* Kick . . . . . 500 pts.
* Punch. . . . . 800 pts.
* Jump kick . . . . 1,000 pts.

The Gripper

Lots of them come to get Thomas. No specific techniques.

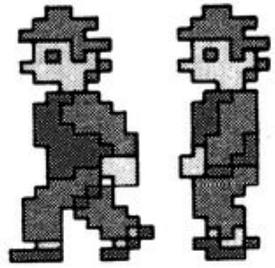
* Kick . . . . . 100 pts.
* Punch. . . . . 200 pts.
* Jump kick . . . . . 200 pts.



Tom Toms

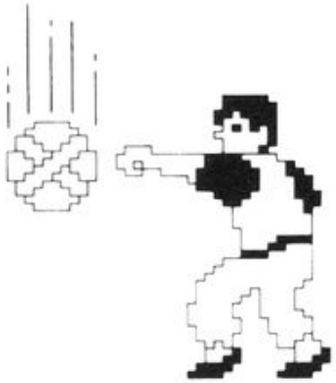
They come to get Thomas. They are liable to turn in mid-air and attack.

* Kick . . . . . 200 pts.
* Punch. . . . . 300 pts.



*** Dragon Ball**

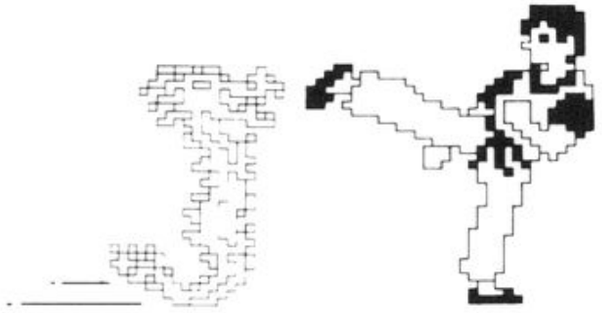
Drops from the ceiling.



Kick
Punch. . . . . ??? pts.

*** Dragon**

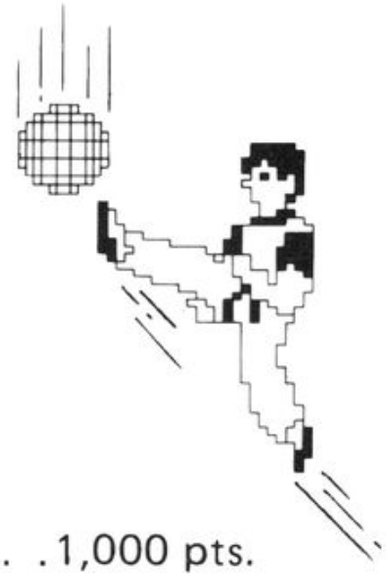
Attacks by breathing fire. Before it can do so, attack with. . . . . .



Kick
Punch. . . . . .2,000 pts.

*** Confetti ball**

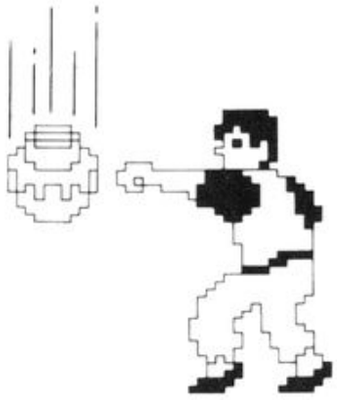
Drops from the ceiling. Before it can burst, attack with. . . .



Kick
Punch. . . . .1,000 pts.

*** Snake Basket**

Drops from the ceiling.



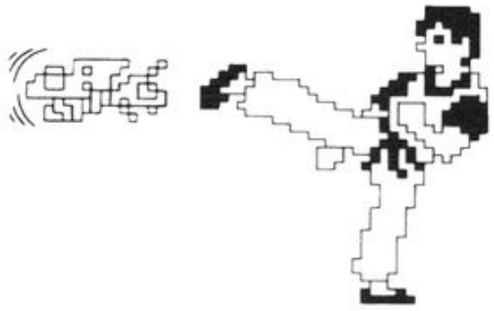
Kick
Punch. . . . . ??? pts.

*** Snake**

Emerges from the snake basket. Jump to avoid being bitten.

*** Poisonous moth**

When it comes flying towards you, attack with . . . .

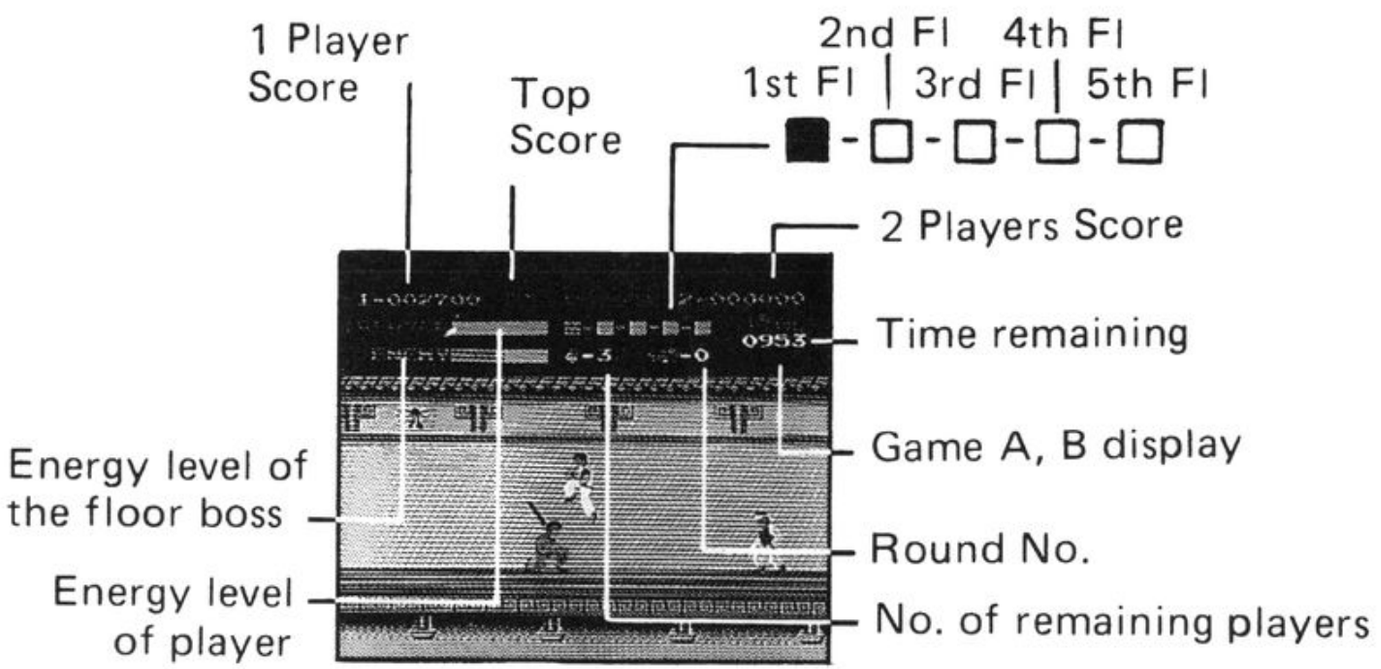


Kick . . . . . .500 pts.
Punch. . . . . .600 pts.

3. HOW TO PLAY

Rules

1. One round takes you from the first floor to the fifth floor, where Sylvia is being held captive.
2. On each floor, different dangers and martial arts experts are lying in wait to attack.
3. The attacks of each of these enemies have to be dodged, and punches and kicks dealt out.
4. Some enemies will fall at one blow, others at two blows and others will only fall when their energy runs out.
5. Once caught by the enemy, Thomas' strength gets weaker and weaker. Operate the ✣ control pad and buttons A and B quickly to get away from the enemy.
6. There is a timer for each floor. The enemy must be overcome and the stairs climbed within a fixed time limit.
7. Once the 5th floor has been reached and Sylvia safely rescued, you can proceed to the next round.



Beware!

* Every time Thomas is attacked, his energy is weakened. If his energy runs out, it's the end of Thomas.
* If the timer runs out (TIME 0000), it's the end of Thomas.

Scoring

* Any time left over is added onto your score, (x 10 pts.)
* Any energy left in Thomas is added onto your score, (x 100 pts.)
* The points you get for defeating enemies make up your score.

Note: If you can knock over several Grippers, Tom Toms, etc., with a single jump kick, your points are doubled or quadrupled.

Bonuses

* If your score reaches 50,000 pts., you get another player.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. (''Nintendo'') warrants to the original consumer purchaser that this Nintendo Game Pak (''PAK'') shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

MEMO

MEMO

Nintendo

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